

# G.R.A.S.P. Gazette

The Journal of the  
Greater Richmond Atari  
Support Program

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## G.R.A.S.P. GAZETTE

(Greater Richmond Atari SupportProgram)

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**Membership:**

Membership in G.R.A.S.P. is open to all persons interested in the Atari computer. Annual dues of \$20.00 are payable upon entry and are \$20.00 for 1 full year.

Membership will include 11 monthly issues of the G.R.A.S.P. GAZETTE, no January issue and access to the Public Domain and Commercial libraries, group purchased, club discounts at participation retailers, and participation in drawings.

**Meetings:**

Meetings are held the second and fourth Thursday of each month from 7:00-09:00p.m. at the Lyndale Public Library on Hicks Rd. Any and all persons interested in Atari computers are welcome.

## LITTLE NEWS

This little report is for those of you (non-active members, never come to meetings, or just lazy) that didn't attend the Atarifest '87 in Fairfax, Va. this last weekend, Oct. 24 and 25. I rode up with Charlie Montgomery and we arrived at 10 am sharp. Good thing too, because at about 10:30 it was a little hard moving around. To say the least, the show was a "Blow Out Success".

As we walked in we signed up for the hourly prizes and the grand prize of a ST. Down the main entrance of Fairfax High School were the user groups with some real bargains. Our group, G.R.A.S.P. of Richmond, Va. was in about the middle. I haven't found out yet if we made any money but I'll let you know in the next report.

In some of the different class rooms were the special interest groups like Graphics, Games, Magic Sac, MIDI, Education, PC Ditto and so forth. The MIDI room was "booming", Games were "roaring", Graphics were "flashing" and Magic Sac was "disappearing and reappearing". However the main exhibit area was where all the really big action was happening. Some of the major 'folks' there were of course ATARI in about the center of the room. No big airplane overhead the ATARI display this time for the exhibit area was really the schools cafeteria area, but they were showing the Mega, IBM machine and the laser printer. I got some print outs from the laser printer, sharp man, real sharp. To continue, Quantum (QMI) was present as was Current Notes (I'm still in the 'biggie' paragraph). Seymour-Radix, Supra, ICD, Reset Mag. (a new one), Atari Explorer, A.N.A.L.O.G. and GBnie Info Services. Migraph had all their products on display. I won't mention all the products they were showing, you should know already what they produce.

Some of the stores set up were TOAD Computer Services, Cal Com, Diskovery, L&Y Computers, Applied Computers, Best Electronics, Morgan, Joppa and a few others. All looked very busy and selling as fast as they could move. (Hey Farley, figured out that 20 Meg hard drive yet?). I wanted to get the little solar \$4.95 ATARI calculator but they went like hot cakes. Some of the deals at the different stores were "little to average" but most of the prices were cut a little.

I believe the best part was listening to the different speakers and asking some questions. There was David Small of Data Pacific (Magic Sac) and just listening to him is an experience. Coming out NOW is the disk drive to read Mac disks, so says David. Bill Teale of Avant-Garde (PC Ditto) was also a cool guy and kept the crowd "engrossed". Bill was asked about piracy and his final comment was it really wasn't hurting that much because people were finding out his program really works and they were buying their own copies. (I believe that's true about a lot of good products). Frank Cohen of Regent Software was another interesting speaker. I didn't hear Kevin Mitchell of Migraph or John Demar of QMI because we took a long break for lunch and went back through the exhibit area, which was really getting crowded by now.

I haven't mentioned all the companies present at the Atarifest and the different software and hardware present, but if you missed this fair you missed out on one of the best Atari functions of the year. It was 100% better than last year but next year I hope the main exhibit area could double in size. I didn't make the banquet Sat. evening to listen to Neil Harris and others, but chatted with Mr. Harris earlier.

Tom Marvin, Editor - - -



**SNIPPETS***from PHOENIX NEWSLETTER**Larry Sannuto*

**ICHTRON LAYS DOWN THE LAW:** The opening line of the piece was - Special Offer, Turn in three boards and I will give you a Hard Drive. So said Gordon Monnier, president of Michtron in his new war against pirate BBS's. A new tactic in the fight against pirates was up the ante paid to those who finked on them. The response on GBnie's Roundtable came fast and furious. The president of the Brooklyn Atari Society said that pirate boards were the bane of his existence and recommended not calling them. Another commented that it was too easy, why, he had just that day downloaded Goldrunner... Comments from Mr. Monnier on this? Quote: "...we are turning all the information over to our lawyer and he is going to get a search and seizure order... seize the computer... and then sue him for copyright and trademark violations." Will bribery stop piracy? I doubt it. Why just the other day I saw a device that is a pocket photocopier. You can scan every page of your favorite magazine while you're still in the store... but I don't think it will hurt newstand sales. We're watching to see if other software publishers jump on the Michtron Bandwagon. ref. Pokey Press, Aug. '87

**STAR TREK:** The whole crew talks in this one not released by Simon and Shuster. The game plays a lot like SUNDOG and STAR RAIDERS rolled into one. Says RIACE's Steve Dunphy. Real digitized voices, sound tracks and transporter beam. Yes, the "beta" copy has materialized unofficially and is floating around in the Twilight Zone. Because of this, the rumor is that the company has cancelled its release. I hope not ref. RI Reporter, 19 May '87

**CHEAP IMAGE SCANNER:** IMG has produced an optical scanner that fits on the top of your printer head. Any document fed through your machine is scanned and an ST graphic file is created. You can then transfer these to your desktop publishing documents with ease or store print material electronically, instead of retyping it for your files. The limitations? Speed of your printer and its resolution. The device's software adjusts the image to your printer's abilities. This ST Cartridge and cable sensor goes for US \$99. Less, the quantity bought through a user group ref ST Informer, Aug. '87

**COMPUTERS IN SCIENCE***Reprinted from L.C.A.C.E., JULY '87*

There is a new publication on the newstands titled **COMPUTERS IN SCIENCE**. This is a 96 page magazine initially to be offered quarterly. If you have an interest in science and computers this first issue is worth a look. The magazine is not slanted to any one brand of computers but rather gives fair coverage to IBM, Hewlett-Packard, Apple,

Commodore and ATARI as well as discussing main frame applications.

The first issue includes features on using a PC to monitor lightning activity worldwide, gene sequencing and using spreadsheets to report chromatograph results. Columns on graphics and expert systems make fascinating reading. Reviews include Compaq Deskpro 386, Lab Master DMA, Bxact, Measure, Mathcad and T3. The departments consist of Editorial, of course, News, Images & Simulations and New Products.

Much of the reviews were for Big Blue software, however, considering the proliferation of IBM's in the business environment it is not surprising that much of the laboratory and scientific software is written for ATS and XTS. Of particular interest to Atarians will be the Graphics column. The article explains how Hydrogen electron orbitals are plotted and displayed using a 520ST and CAD-3D by Tom Hudson.

This publication is not for everyone as you may have gathered. Don't look for type-in programs or general news. If you have an interest in science, however, you will find the material contained between the covers both readable and stimulating. The price at the news stand is \$3.95 and I personally found it worth every penny. If issue two maintains the standards of the premier issue this publication should be around for some time to come.

**110 VOLT POLYDISK RETAINS YOUR INFORMATION WITH STYLE. (ST)***(From ST Informer)*

Polydisk is a powered 512k RAM cartridge which retails for \$199. It acts like a mini-hard drive because anything put on the cartridge will stay there when your computer is turned off. You can use Polydisk to boot up your computer, by having all your accessories loaded onto the Polydisk. Even AUTO folders will be able to load up from the Polydisk. Because it is always plugged into the wall it is therefore always ready for use unlike software ram disks that must be set up and loaded each time.

The cartridge comes with special software that allows you to configure it in three different ways. You can set it up as one 512k disk drive; one drive and a hardware print spooler; or two drives and a hardware print spooler. The hardware print spooler allows you to repeat and abort. These are nice features that a lot of software spoolers do not allow.

There is yet another feature included in the Polydisk that allows cartridge emulation. This would let you copy another cartridge to it so that you would not have to worry about unplugging the Polydisk to use another cartridge.

I asked George Morrison why he just didn't put a pass through port on his cartridge so that other cartridges could be plugged in and used at the same time. George Morrison told me that this is just not supported by Atari. A lot of people ask about that and it is just not possible to do effectively. If you look at the specifications of the ST it only has 16 data



lines and that's it. The cartridge port was designed to read ROM in not I/O. He knew of a battery backed up clock cartridge that gave you pass through capabilities, but when you plugged something else in that transferred a lot of data through the port, the clock would reset. Most people say they don't want their cartridge port.

Alpha Systems also has a 1meg, 2meg and 4meg version of the Polydisk. For \$299 the 1 Meg version and up will have, in addition to the features described above, a battery backup feature that lasts for 2-1/2 hours. This will more than compensate for power outage or when transporting it over to a friends house for some computing time. This will soon be released and will be reviewed in a future issue.



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FRANK LEVEQUE

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### ZMAGAZINE 71

Sept. 18, '87

ZMAG NEWSWIRE

Commodore is about to announce a special upgrade program for owners of its Amiga 1000 computer system. A Commodore sales executive says that the firm has just recently completed dealer notification of the plan's details. Participating dealers are authorized to accept an Amiga 1000 in trade, along with \$1000, for a new Amiga 2000 computer. Except for a RAM expansion device, all A1000 peripheral devices will work with the new computer.

--James Moran Online Today

### //////////ZMAGAZINE 74//////////

October 9, 1987 Volume 2 Number 41

Issue #74 (c)1987 Ron Kovacs

**SURVEY REQUEST** My name is Bob Paradis and I am currently president of SJST (South Jersey ST) a small but ever growing user group. I need your help with some research for a future article that I am writing on Software Piracy.

This is where the survey and you come in. Below are 12 questions I would like you to answer and mail back to me. I will have no idea who you are (unless you tell me) so answer honestly. If you are a software developer I would like to know who you are but it is not necessary. All you have to do is print out this file, answer the questions and mail it back to me...simple! If you do not have a printer or for any other reason are not able to print it out just send a

self addressed stamped envelope to the address below and I will gladly mail you a copy of the survey. Also give this survey to everybody you know, the more replies I get the more accurate the survey will be.

Just circle your responses.....

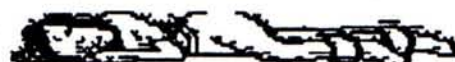
1. You type in a program from a magazine, save it, and give it to a friend, have you violated the Copyright law? (YES) (NO) (UNCERTAIN)
2. You type in a program from a magazine and add it to your user group's disk library for all of the members to use, have you violated the Copyright law? (YES) (NO) (UNCERTAIN)
3. You buy the disk version of a magazine and give one of it's programs to a friend, have you violated the Copyright law? (YES) (NO) (UNCERTAIN)
4. You buy the disk version of a magazine and add it to your user group's disk library for all of the members to use, have you violated the Copyright law? (YES) (NO) (UNCERTAIN)
5. You buy a magazine and lend it to a friend, have you violated the Copyright law? (YES) (NO) (UNCERTAIN)
6. You buy a magazine and photocopy something out of it for a friend, have you violated the Copyright law? (YES) (NO) (UNCERTAIN)
7. In your opinion, what portion of computer user groups violate the Copyright laws? (ALL) (MOST) (SOME) (NONE)
8. Do you consider software piracy a crime? (YES) (NO) (UNCERTAIN)
9. Do you consider a pirated program as innocent a photocopied article from a magazine? (YES) (UNCERTAIN)
10. If you had a pirated copy of a program that you really enjoyed and used a lot, would you buy it? (OF COURSE) (DEPENDS ON PRICE) (NEVER)
11. Would you ever knowingly pirate or accept a pirated program? (YES) (NO) (UNCERTAIN)
12. How old are you?

Thank you for taking the survey! I must add that the first 7 questions are based on a similar survey that ANALOG COMPUTING magazine did about 4 years ago (I have changed the wording). Now that you are through just pop it in an envelope and mail to me at:

### SIST PIRACY SURVEY

c/o Bob Paradis  
5 Brynwood Ave.  
Marlton, NJ  
08053-1814

I must ask that all completed surveys be mailed by December 1st. AGAIN...THANK-YOU!





**ST-REPORT #8**

September 26, 1987

(c)1987 Ron Kovacs/Syndicate Services

from The Chicago Tribune/Courier News

The US government is accusing a 17 year old youth of breaking into AT&T computers across the nation and stealing sophisticated software worth thousands of dollars. We will supply more information should this develop. Article supplied by Steve Godun.

Are you a customer of WHITEHOUSE COMPUTER?? Zmag reader Shawn Harmon recently informed us about the rip-off of many by this firm. Current information tells us that the firm has closed and filed bankruptcy.

In the letter received, there were over \$200,000 in claims with only \$20,000 in assets.

Whitehouse Computer is located in Williamsport, PA.

If you are one of the many waiting for goods or you have encountered a few problems, here is what you can do to hopefully get your monies back! contact:

Bureau of Consumer Protection

1-717-963-4913

Attn: Mr. McGowen

Better Business Bureau

Scranton, PA

United States Postal Inspector

Please write a letter to the B.C.P with a copy to the US Postal Inspector and the PA Better Business

Bureau. Include your cancelled check with a full explanation of what you have done to retrieve your goods.

Zmag will keep you informed as this story progresses.

**SUPER SHORT-CUTS FOR YOUR 8-BIT SYSTEM**

courtesy JACG N.L. JUNE, '87

**QUICK RAM CHECK:** check ram from just below basic to location 10.

10 ? FRE(0) GOSUB 10

Type RUN and the screen should show numbers down left side counting DOWN by 4 locations. It should end with:

ERROR-2 AT LINE 10

**GTIA OR CTIA:** Some older systems had CTIA video chips and could not display the newer modes of graphics.

10 GRAPHICS 10

20 GOTO 20

Type RUN. If the screen goes black, then you have the new GTIA. If it goes blue, you have the CTIA and should upgrade.

**A or B REV. ROMS:** Older systems had "A" ROMS and they had some bugs. "B" ROMS correct them.  
? PBBK (58383)

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"B" ROMS=0..."A" ROMS were generally 56, but anything other than 0.

MAKE YOUR BASIC PROGRAM UNLISTABLE: You may want to protect your Basic program so no one can "see" your code.

1) POKE 202,1 ... will erase your program after anything that causes the "READY" prompt, ie ... BND or RBSBT or BREAK.

2) ADD THE FOLLOWING LINE TO YOUR PROGRAM, make sure you have a backup of your program without this line!!

32767 POKE PBBK (138)+ 56\*PBBK(139)+2,0:SAVE "D:Filename":NEW

Type ... GOTO 32767. The program can be executed, but not listed.

TURN OFF BBBPS WHEN LOADING PROGRAMS:

POKE 65,0 = off

POKE 65,3 = on

START THE 'ATTRACT' MODE:

POKE 77,129

OUTPUT TO PRINTER INSTEAD OF SCREEN:

POKE 838,166:POKE 839,238

back to the screen!!:

POKE 838,163:POKE 139,246

DISABLE THE KEYBOARD: To disable the keys of the keyboard from your program:

POKE 580,1 in your program.

- REBOOT WITH 'RBSBT' KEY: You may want to force a re-boot from disk if someone hits the r key, perhaps in order to break into and list y Basic program.:

POKE 580,1 in your program

- WHICH BASIC REVISION DO YOU HAVE:

? PBBK (43234)

162=Rev. a (almost all 400/800 96=Rev. b (early XL's. Many serious bugs. Get Rev. C> 234=Rev. C (Latest and Greatest)

- DISABLE THE 'BREAK' KEY: You may want to protect your program from someone using the BREAK key to stop it.

POKE 16,64 and POKE 53774,16 at the start and after each GRAPHIC command.

- TURN OFF ANTIC: To speed up processing (like when doing sorts), turn off ANTIC (Screen goes black)

POKE 559,0 = off

POKE 559,34 = on

If your screen is set up with a picture (format) that you want back, then first PBBK (559), and save the value. When you want to restore it, just POKE that same value back into location 559.

[Ed. Note: Some of these numbers JUST DON'T LOOK RIGHT. Try them at your own risk!]

## ARTICLE

by JBFF BBY

W.N.Y. "POKBY" ATARI USER GROUP

### ANTIC SOFTWARE UPDATE

Antic magazine, which has been fighting fiercely to protect it's monthly disk programs from being copied, has decided to change tactics. In the past, the magazine has resorted to strong demands that BBS operators and others refrain from copying and posting Antic's software. This approach got a negative response from nearly the entire Atari community. In a sudden switch, Antic has decided to stop sending out it's monthly programs on disks to it's disk subscribers.

According to a company spokesman, all of Antic's software will now be issued in a new format - a "Computer of the month" with the software based in ROM. This "Computer of the month" is an exact copy of the Atari computer but will only run one program - the Antic program burned into it's ROM. The spokesman claimed that the company was forced to this measure by consumers. "People were loading OUR software into their computer's RAM memory. They say it's the only way to run OUR programs we know all about ramdisks and won't allow their copy OUR software."

ATARI CORP., furious at the illegal copies of it's hardware, complained to Antic about violations of Atari's patents. "Well," sniffed the Antic spokesman, "sometimes a lesser evil is needed to stamp out the greater evil which is the copying of Antic software."

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Pricing has not been set, but is expected to be high. "That's just the price you have to pay to get OUR software," said the Antic spokesman.

#### 16W EMULATOR FOR ST

Many Atari users have been wondering why Atari might so long to prevent an emulator of 8 bit Atari's from being released for the ST. Now the reason has become clear. Atari, in a bold move catching IBM completely by surprise, announced they will be selling an Atari 2600 video game system emulator for the ST line of computer. "We feel this will position the ST as the best supported system on the market," explained an Atari spokesman. For even more added value a free Pac-Man game will be included in the package. Apparently anticipating a great demand for the emulator, the company reportedly has "a warehouse full" of Pac-Man games ready for shipment. Atari feels this will really push the blitter equipped ST's out the door since the graphics with the blitter chip leaves the older ST's "in the dust." A developer's system will also be available for software houses which will include a dedicated console for video game system development. Atari, never one to rest on it's laurels, is reportedly developing a tape cartridge storage system that will use widely available tape cartridges. Code named the 410/ST it will be available in the 1st quarter of 1988.

[Ed: above article is entitled: HUMOR]

#### BALANCE OF POWER

*Geopolitics in the Nuclear Age (8-bit)*

*Review by: Frank Klierer*

*from SLCC Journal N.L. of Oct. '87*

In a search to find a game that involved something more than just holding down the fire button and shooting everything that moved and most that didn't, I found myself purchasing a copy of BALANCE OF POWER by Chris Crawford. This game requires, more than anything else, the use of judgment.

It soon became clear that I had developed an extremely aggressive attitude from my previous computer gaming experience, as I found myself pushing minor diplomatic conflicts to total world destruction several times the first night I had this program at home. There is no bonus for this type of outcome; the screen goes black and you are greeted with the message that there will be no mushroom clouds or flying bodies, as failure is not rewarded, and then you are sent back to the desktop to begin again.

There are four game playing options, from beginner up to nightmare. Each level implements more complexity to the international relations, with the last level unfolding at a scary pace. You can play as either the President of the U.S.A. or the leader of the U.S.S.R. Trying the latter on for size gives you an edgy experience. There is also a two player mode. Your term in office is for eight years (regardless of your performance after four). Each year or turn lasts a few minutes or longer depending on how many decisions you choose to implement. After the end of the eight turns the side with the highest world

prestige wins.

Playing BALANCE OF POWER, you find yourself developing an appreciation for the subtleties of superpower give and take. You are also given an in-depth view of every country's social and economic situation. There are charts that allow you to follow the history of countries as the years pass.

I found the game play easy, challenging and very absorbing. The reality level was good, as Chris Crawford has put a ton of data into the AI database. The program has a pretty good form of copy protection since trying to play this game without the extremely well written manual is ridiculous.

Despite Mr. Crawford's betrayal of the 8-bit world, I'd recommend this return to Atari.

#### FLYING HIGH WITH INFILTRATOR

*(8-Bit) by Walter Williams*

*From The Pokey Press, 9/87*

Infiltrator is the newest release from Mindscape Software. Last year, Infiltrator was one of the biggest hits for the C-64, Apple, and IBM lines. Now, it is out for the 8-bit Atari, and I, for one, am glad.

Infiltrator is a simulation of a commando raid into enemy territory. You play Johnny "Jimbo-Baby" McGibbets, who, among other things, is both a rock star and surgeon, as well as ace helicopter pilot. And Jimbo-Baby doesn't zip around in any old helicopter, no sir. He has the most advanced helicopter in the world.

The objective of the game is to penetrate into enemy territory and complete one of three mission objectives. Little things like find the scientist who has been kidnapped and is being held in a very, very secure compound. The first phase is the helicopter flight simulation. It isn't the most realistic simulator, but it does keep you busy. After taking off from your home base you must determine the direction to the enemy base, then fly there, destroying all enemy aircraft before they destroy you. You can choose between guns or missiles when on the offense and on defense you have turbo-boost, chaff and flares.

If you are successful in getting through the enemy airspace, you must then safely land the helicopter, no easy task. After you land, you have twenty minutes to accomplish your mission. A small arsenal helps you out against lots of nasty guards. You then have to get out, get back to your helicopter, and then fight your way back to the home base. No big deal, right?

This is a very playable game that presents quite a challenge to the gamer. The graphics are much brighter than those on the other machines, though very similar. This game appears to have been programmed from the ground up, not a lame attempt at porting from the Commodore. If you like graphic adventure type games then this game is for you. It takes a little time to get into the game, but is not very difficult to learn.

Mindscape has recently released another good game for the 8-bits, Trail Blazer, and has another game scheduled, Into The Eagles Nest.



**INFORMATIONAL TIDBITS!**

by John W. Zupansic, PACE  
From PACE of Superior, WI

There is going to be a price increase on the 1040ST systems in the next few weeks according to both Lyco and ComputAbility. They are both selling the 1040's for \$819.00 as of 10/2/87. They both predict retail prices to be between \$950 to about \$1,000 by the end of October or early November. Lyco said when their current stock is depleted they will be getting the higher priced stock. Neither of the two companies knew of any enhancements to the machines and said the price increase was simply because Atari wants to make more money while the ST market is going so strongly.

**NEW ST PRODUCTS**

By Jim Kennedy  
M.A.C.E. of Southfield, MI.

"BBS Express! ST" (Bulletin Board System)  
ICD, Inc.  
1220 Rock Street  
Rockford, IL 61101-1437  
(815) 968-2228  
Requires: 520St/1040ST  
Recommended: Hard-drive  
\$79.95"

BBS Express! ST was written by Keith Ledbetter, author of the BBS Express! and Express! Terminal programs that have become so popular. BBS Express! ST has: threaded message bases, up to 32 trackable surveys, Xmodem or Ymodem protocols, 40/80 column support, color/mono. operation, on-line programs and more! For more info., write to the above address.

**ATARI NEWS AND COMMENT**

by JOHN NAGY,  
MICHIGAN ATARI MAG.

ONE MORE PRODUCT FOR THE "SOON" LIST: CD-ROMs! ATARI announced their COMPACT LASER DISK MEMORY device at Britain's PERSONAL COMPUTER WORLD SHOW in Sept. "To be shipped by Christmas", it will hold up to 350 MBG per disk, will play audio CD's, will play up to an hour of VIDEO, and sell in the UK for \$650. Christmas in what year?

New at ATARI is WALT WILSON, formerly of APPLE, who will be in charge of building the dealer network that has been so desperately needed for so long.

BARCODE equipment for the 8-bit ATARI has long been asked for, and is here from XENIA RESEARCH in WASHINGTON. For \$179, you get the barcode reader and software that lets it imitate keystrokes to the K: handler in any 800, XL, or XB. Also included is the barprint software, point-of-sale and other application software, and complete documentation for adapting your own software in just about any language or DOS. It plugs into joystick port 1. It may

sound a little expensive, but barcode wands for ANY machine are regularly over \$100 WITHOUT software. This might be the ideal thing for cheap automation of small business counter jobs. Contact XENAI, 4675, Federal Way, WA 98003, (206) 927-7018.

**A COMPUTER BUZZWORD GUIDE**

by Jeff Bby  
from THE POKKY, BUFFALO, N.Y.

**BIT** - The smallest unit of information in a computer which is used to calculate just how expensive the overall system will be. An 8-bit machine will cost 25 cents (2 bits) to the 6th power. A 16-bit computer will be 25 cents to the 14th power. These staggering sums result from purchasing a modem and calling long distance bulletin boards.

**PROGRAMMER'S AIDS** - Usually fatal disease resulting from trying to understand a program that you wrote last year.

**RAM** - The most common reason to buy a new computer. "I need more ram!"

**ROM** - The most common reason companies make you buy a new computer. "Sorry, but your favorite program doesn't work with our new roms!"

**RS-232** - This is a method of connecting modems and other equipment to your computer. Invented by a consortium of cable manufacturers.

**BANK SELECTION** - Usual way to finance your hobby. (see "bit")

**BLITTER** - Stands for Block Integer Transfer, from your bank account to the company's account. ("upgrade")

**UPGRADE** - Short name for Final Product Development and Testing. Consumer complaints provide the ideas and consumer money provides the financing.

**SOFTWARE** - The reason hardware doesn't work.

**HARDWARE** - The reason software doesn't work.

**WORD PROCESSING** - The reason many companies bought computers.

**DESKTOP PUBLISHING** - The reason many of those computers the companies bought are now obsolete.

**MODEMS** - Capable of tying up your home phone line for hours. They are directly related to many parents decision to get call waiting.

**AC POWER FILTERS** - Provide protection for the home environment the computer was supposed to be designed for in the first place.

**GIGO** - Stands for garbage in, garbage out. Term used by computer store owners to describe most of the software that passes through their stores.

**THE HOME USER** - Market segment aimed for, but missed by all computer companies. But they keep trying and we keep hoping.





**ANNOUNCING WordUp**

the new standard of word processing on the Atari. WordUp is the first in a series of superior products that Neutron Engineering (soon to be Neutron Inc.) will be bringing to the ST. WordUp reflects the philosophy of a company committed to producing low cost applications that utilize the potential of the ST to make high end tasks easier and more efficient.

WordUp is a full GBM application with multiple windows, desk top icons and all menu selections available from the keyboard (and yes it does work with Thunder! - copyright 1986 Batteries Included - in it as you type and on files that are saved as ASCII). WordUp supports any combination of character sizes, faces and styles on the same line. WordUp automatically reformats after any action including automatically spacing the line for font size changes, superscript, subscript and word wrap. WordUp is the first ST word processor that allows a graphic image and text on the same line. Additionally, text automatically flows around the image, and since the picture is anchored to the surrounding text, it will follow the text during editing-unlike most page metaphoric desktop publishers. This brings up a point as to why we choose to identify WordUp as a word processor even though it possesses many of the features of a desktop publisher. Perhaps, we should call it a document processor since it facilitates the composition and layout of multiple page documents with its powerful formatting capabilities while not limiting the integration of images and quality of output inherent in desktop publishing.

Through combination of access to the upper portion of the character sets (which contain foreign, scientific and various symbols) and the variable super/subscript feature, mathematical formatting is possible. Tables and columns of text and graphics are easily set up and maintained with the left, right, center and decimal tab ability. Another first, is user selected symbol or automatically numbered footnotes that appear just as they will print at the bottom of the page; thus allowing, as you might guess, full font and line alignment capability (left, centered and justified) along with seeing the relationship of the footnotes to the body text as you type.

I can see that we are getting a little ahead of the ball game here; do not let us forget the ability to apply all formatting options to a paragraph, defined section or document separately and in combination. For example, line spacing which is adjusted in minimum increments of a point (1/72 in) is specified for the three with the sum being the actual spacing. This capability is applicable to most formatting features including top, bottom, left and right margins; thus, facilitating easy global or chapter (section) changes without altering paragraph indents etc.. Line alignment can be flush left, centered or justified, and, remember, everything is what-you-see-is-what-you-get as you type (no more preview and cumbersome reformatting necessary).

WordUp uses GDOS to output to the printer and the screen. Thus, any third party GDOS compatible printer drivers and/or fonts should work with

WordUp. WordUp will ship with, as a minimum, three faces (Swiss-serif type, Dutch-sans serif type and Typewriter-monospaced courier type) in 10,12,18 and 24 point for the proportional faces and Epson FX-80 compatible, Star Micronics NB24-10 compatible and Atari SMM804 printer drivers. This should cover most popular 9-pin and 24-pin dot matrix printers; however, we are working on more fonts (a font editor) and printer drivers-especially for laser printers. Don't forget that Atari's soon to be released laser printer will run GDOS.

As you can probably gather, WordUp has far too many features to describe in detail here. As a result, we will be sending demos to all dealers on our mailing list in the third week of Sept. If your local dealer does not have one at that time then have that dealer contact us. WordUp will ship to dealers in the third week of Oct. More information can be obtained directly from

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To all of STDOM, we hope you like WordUp as much as we do, and, remember, that we want to be a responsive company - so please leave suggestions and comments online or write us (the old way).

Shelby Moore  
President-Neutron Engineering

**LORDS OF CONQUEST (8-bit)**

*A Game from Hell???*  
by Al Tresselfrom  
The Pokey Press

Lords of Conquest is a recent release from Electronic Arts for the 8-bit Atari computers that is another example of BA's attitude toward the Atari community. Their recent releases do not even come close to some of their previous classic programs such as M.U.L.B. and Archon. With programs such as Lords of Conquest and Touchdown Football, they may as well not turn out anything at all for the 8-bits and stick with Amiga, the computer that puts you on the competitive edge. (ha ha!)

The program sounded good to me upon reading the packaging, and the basic premise is a good one, however, after BA got hold of it, Lords of Conquest falls short of its potential. The graphics reminded me of early 2600 games that were programmed in 2K of memory. Not only that, more than one time during play, the program locks up on you after plodding through a half hour of so of game play. One time, the computer player kept trying to give a command to my forces rather than its own, so the game became an endless loop that could only be remedied by turning off the computer.

I know you are thinking to yourself that up to this point I haven't told you what the game is about. Let me just put it this way: "This is a game from Hell!" Don't bother putting out your hard-earned bucks on this one. And if someone gives you a copy, format it for use with Atariwrite so you can write a letter to BA and save the file for future reference.





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